SNSP-4W-EUR

INSTRUCTION BOOKLET

TM

SUPER NINTENDO
ENTERTAINMENT SYSTEM

TITUS

SAFETY PRECAUTIONS

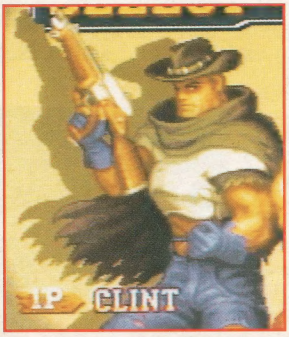
For greater enjoyment of the game, please take the time to read this manual. The following items are for the care of your game.

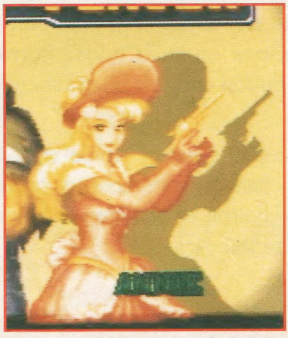
1. Avoid subjecting the Game Pak to extreme temperature changes and shocks.
2. Do not touch the terminal connectors. Keep them safe by storing the game in the protective storage case.
3. The use of solvents, thinners, alcohol, benzene and other strong agents can damage the Game Pak.
4. Do not dismantle the Game Pak.

THE STORY OF CLINT AND ANNIE

The young and beautiful Annie went to see Clint, the renowned space bounty hunter. «My entire family was abducted and killed by the Kid family. I will pay you whatever you want to help me get rid of those villains.» «I don't need any help,» said Clint in a haughty voice. «I insist on helping you,» replied Annie. «I have a personal vendetta against the Kid family, and besides, I bet I am as good a shot as you are.» «We'll see about that. Let's go !»

Welcome to Wild Guns: The one and only original Sci/Fi Western shoot' emup game.





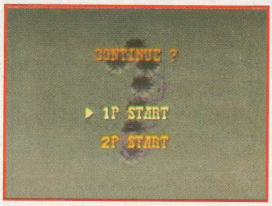
STARTING THE GAME

Press start to begin the game. Select either: Game start/Vs. Start Options and press start.

Game start will take you into the main game. Vs. start is a target shooting practice round. Recommended for beginners.

CONTINUE

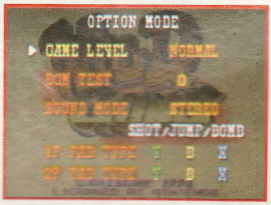
You can continue your game from the beginning of the stage you left off by pressing start before the timer counts down to 0.



OPTIONS

Options let you:
Choose the difficulty between easy, normal and hard. Listen to the background music. Choose between stereo and monaural sound. Select which button controls what function.

Select either Clint or Annie with the cursor and make a fashion statement by pressing the A, B, X or Y button to change the color of Clint and Annie's clothes.

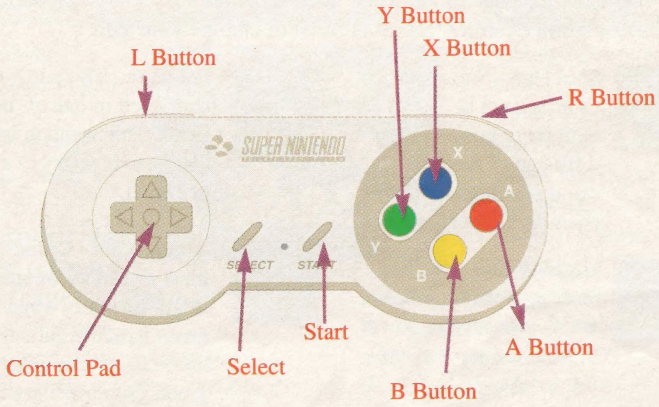


SHOOTING THE BAD GUYS

The object of the game is simple. Shoot at all the bad guys on the screen by aiming your sight with the control pad and pressing the Y button to shoot. As you shoot your opponents, you will get different guns, and you will be able to pick up bombs, gold, etc.

Summary of moves

Button	Y-Continuous Y-Consecutive Y-once Y-once	Shoot Lasso Hit Picking/throwing dynamite
Button	X	Bomb
Button	B B + Control pad B + B	Jump Sideways Jump Double Jump
Button	Y and then B	Sideways slide



ITEMS

Item boxes will appear after defeating certain enemies. Get these items by shooting at them. Some boxes will appear out of nowhere as well.

Gold - 500 points

Silver Rock - 1000 points

Blue Rock - 1500 points

Bomb - These are precious. Blowing off one of these will damage all the enemies on the screen. You can't have more than 5 bombs at any one time.

WEAPONS

You begin the game with a normal gun. Weapon boxes will appear after defeating certain enemies. Shoot at them to change your gun.

Shot Gun - Successive shots are not as fast as with other guns, but the diffusion of the bullets can do damage to many enemies at once.

Machine Gun - can fire shots in rapid succession, but it's destructive power is about the same as the normal gun.

Grenade Gun - The firing speed is slow, but the big explosion will damage at least 2-3 enemies at a time.

Pop Gun - The pop gun is contained in one of the ? items. This weapon is ineffective, so try to avoid getting it.

Vulcan Gun - Definitely the most awesome weapon, and it will be yours when the green gauge is full. As you use your vulcan gun, your green gauge will gradually go back down to nothing. At this point, you will get your old weapon back. While you are using the vulcan gun, you are invincible.

DYNAMITE, LASSO, TARGET PRACTICE

DYNAMITE

Some enemies will throw sticks of dynamite at you. By pressing the B button you can pick up and throw the dynamite right back at them.

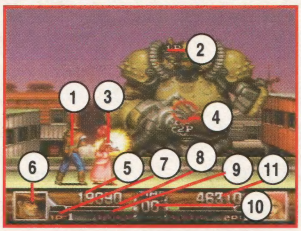
LASSO

By consecutively pressing the B button and then releasing, you will be able to hit your opponent with a lasso which will cause him to freeze for a little while.

TARGET PRACTICE

Match your skill against a friend or the computer in this unique round of target practice. Just choose the VS. option in the start menu.

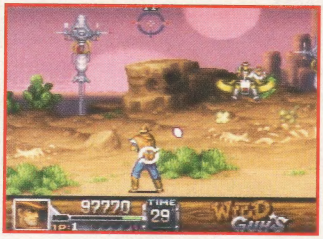
GAME SCREEN



1) First player.
2) First player's gun sight.
3) Second player.
4) Second player's gun sight.
5) First player's score. You get rewarded with an extra life after a certain number of points.
6) This is the first player's status window. It shows your face when you don't have a special weapon, otherwise displays the current special weapon.
7) Number of lives remaining.
8) Gauge - every time you hit one of your enemy's bullets with your weapon, the gauge will begin to turn green. Once the gauge has turned completely green, you will be awarded a Vulcan gun. You get to use the Vulcan gun until your gauge is back to zero.
9) Number of bombs left in your arsenal.
10) Timer - indicates the remaining time left until the stage changes.
11) Second player's score.

THE STAGES

Carson City



Desolation Canyon

Ammunition Depot

Gold Mine

Armored Train

Final Fight

CHARACTERS

Mechaman

Jack-
The Knife

Aktron

Missilo

Sky Rider

Galaxian

Duncan

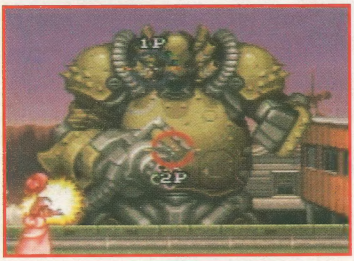
Skyder

Bantana

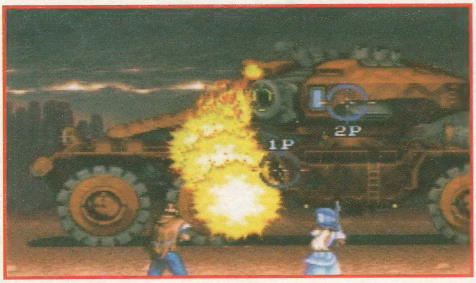
Pony Express

Power Brothers

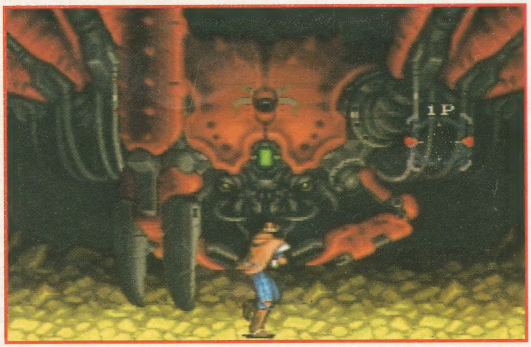
BOSS CHARACTERS



Big Bertha

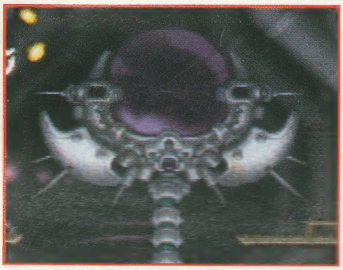


Desert Storm

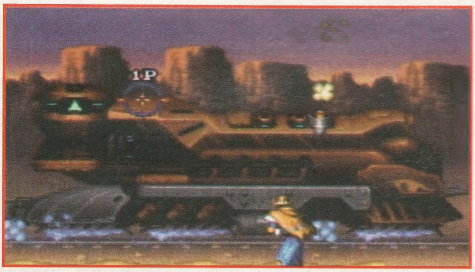


Dungeness

BOSS CHARACTERS



Crystalien



Armored Express

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